

FINAL FANTASY™

Dungeon Maps

These maps will help you get through some of the treacherous dungeons in Final Fantasy.

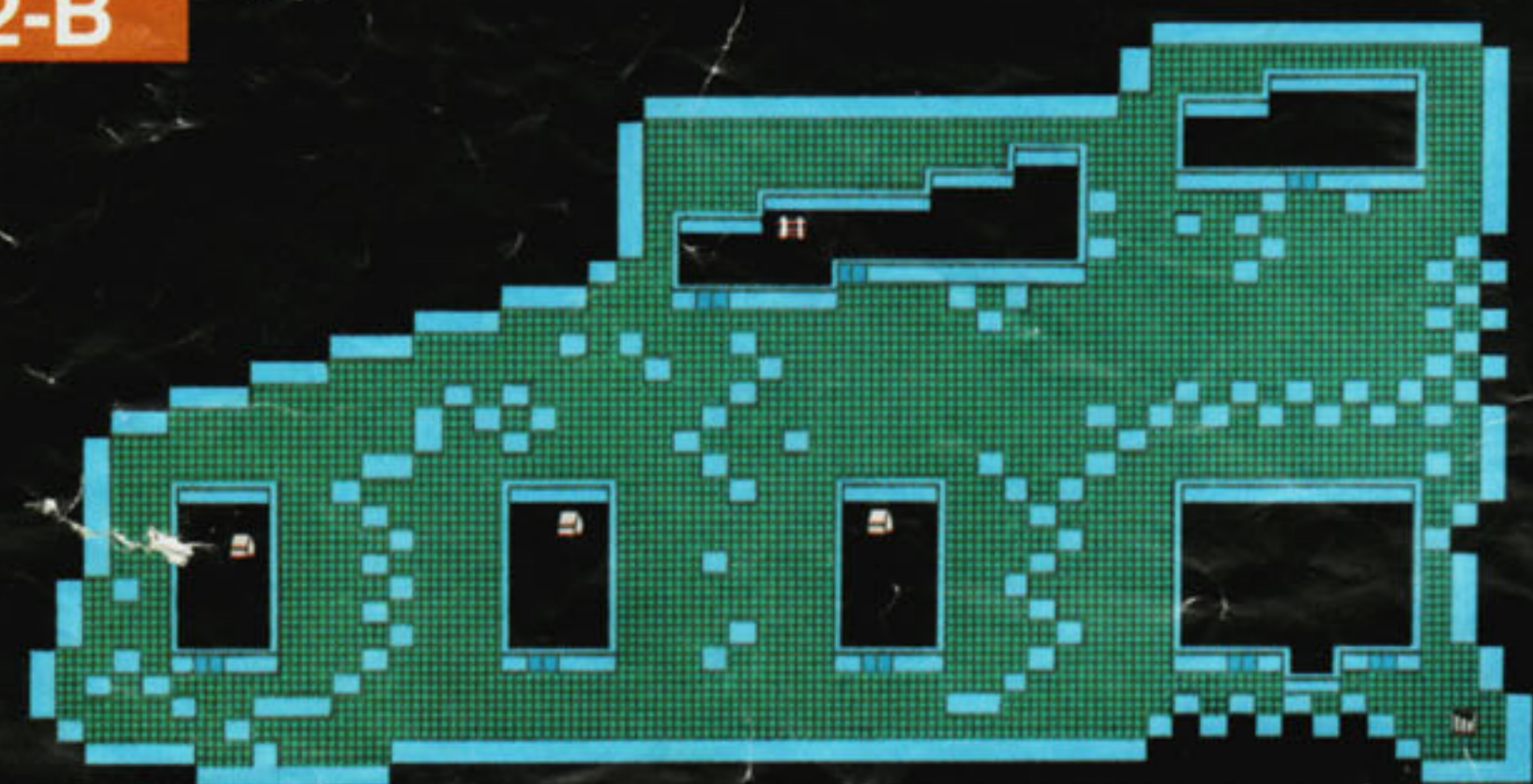
Marsh Cave

This is where the Lone King has directed you to look for the CROWN.

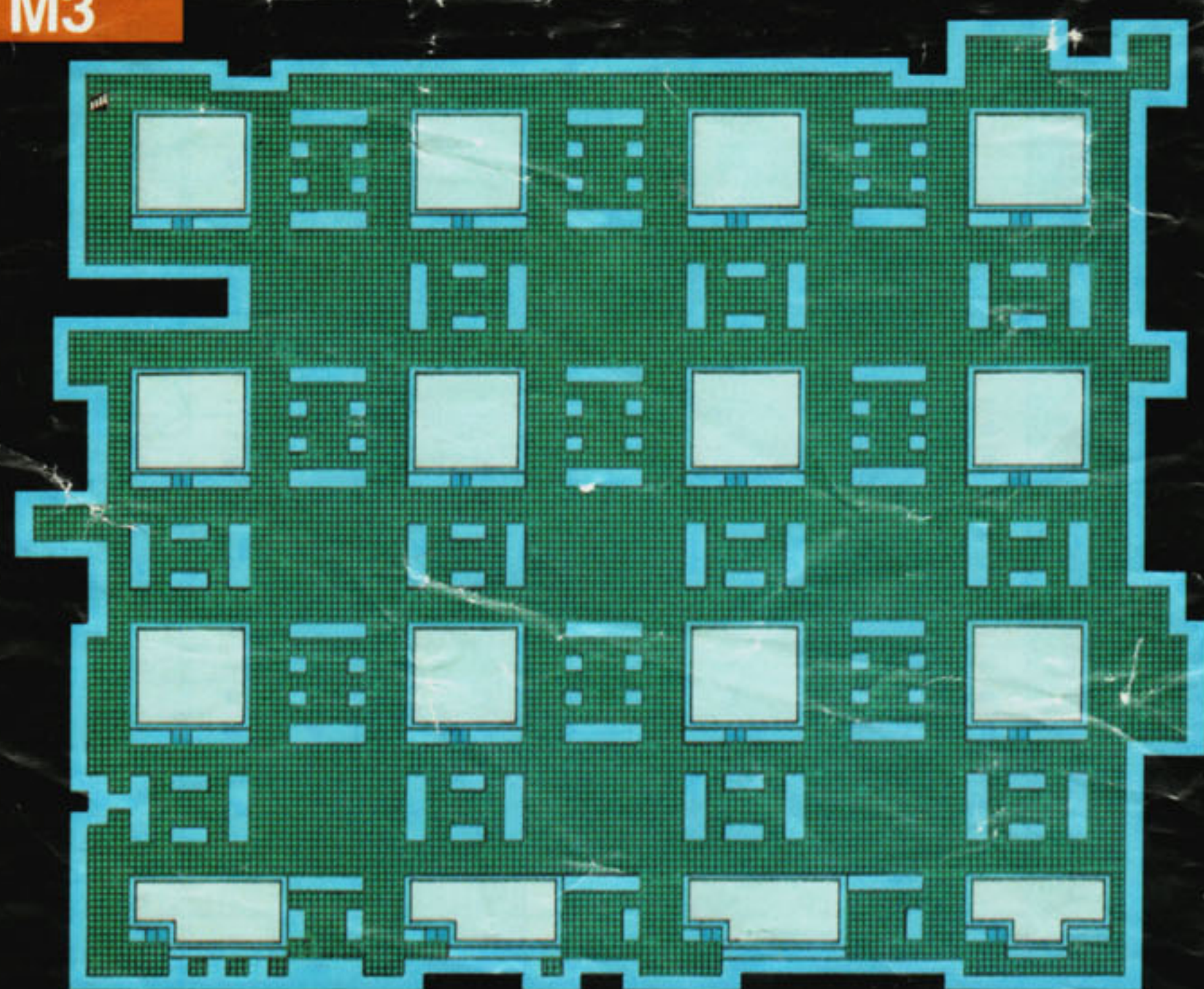


M2-A

M2-B



M3



E1



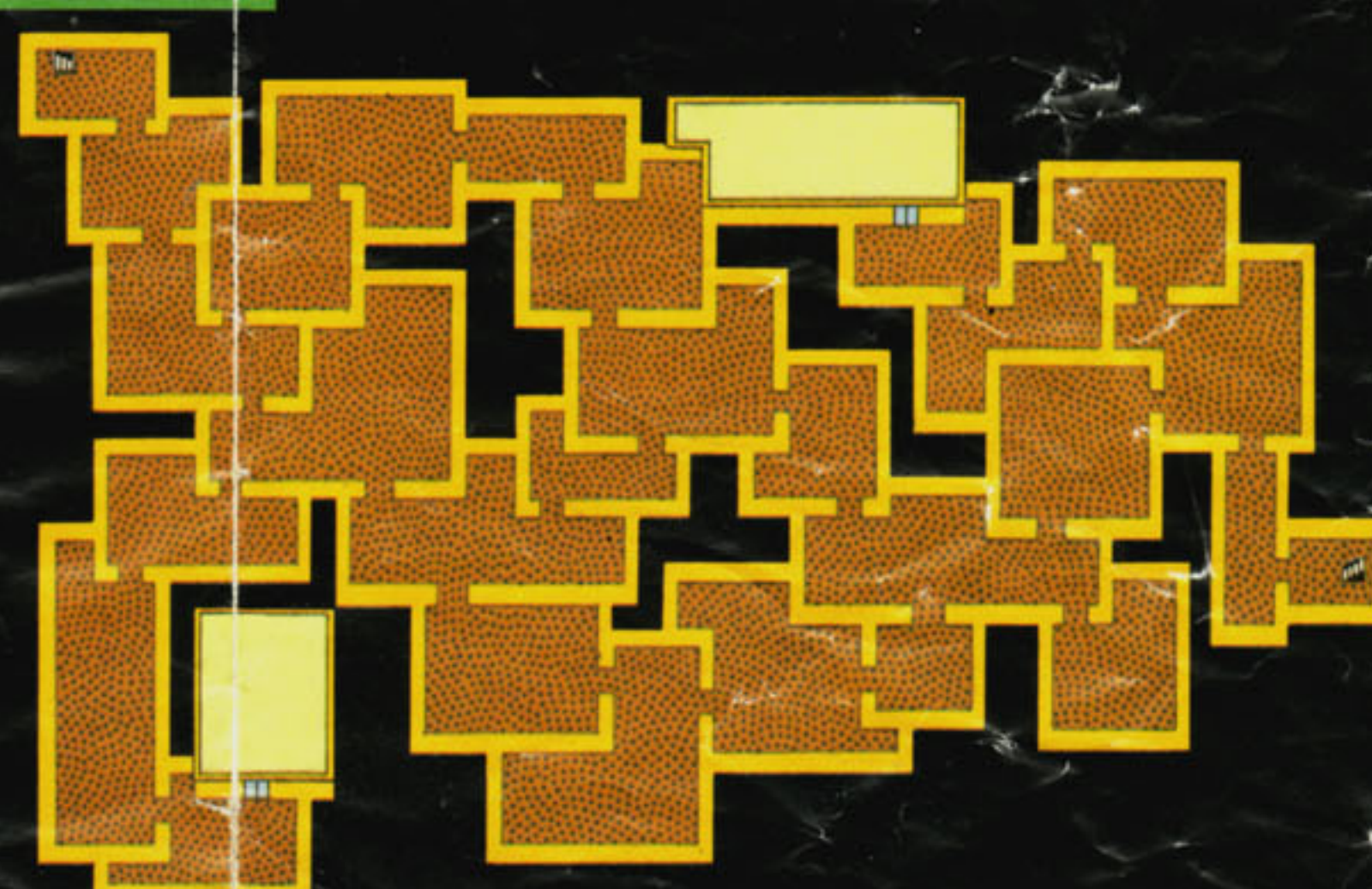
E2



E3



E4



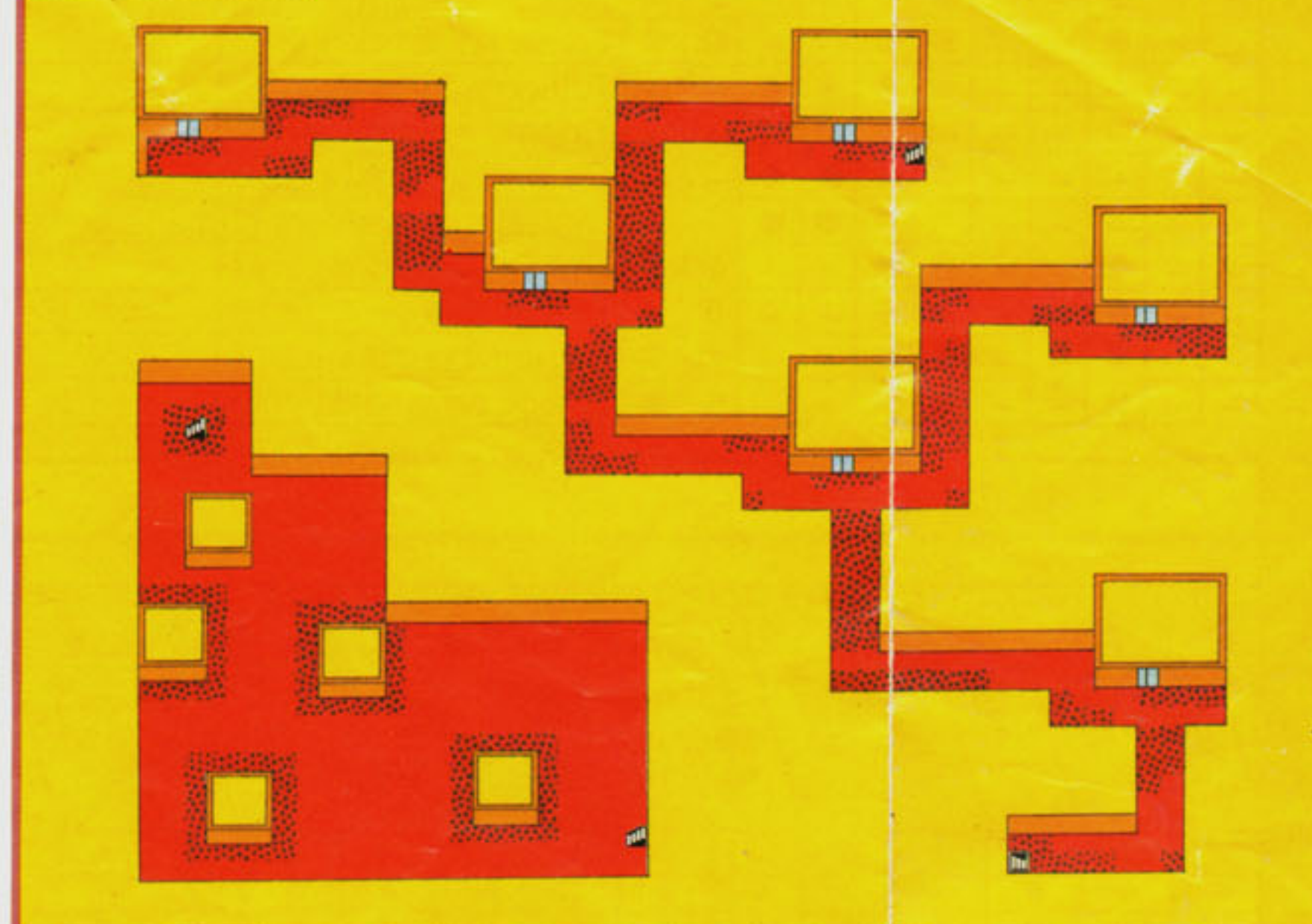
Earth Cave

The residents of Melmond said that this is the source of the earth's rotting. You'll battle the Earth Fiend here.

G1



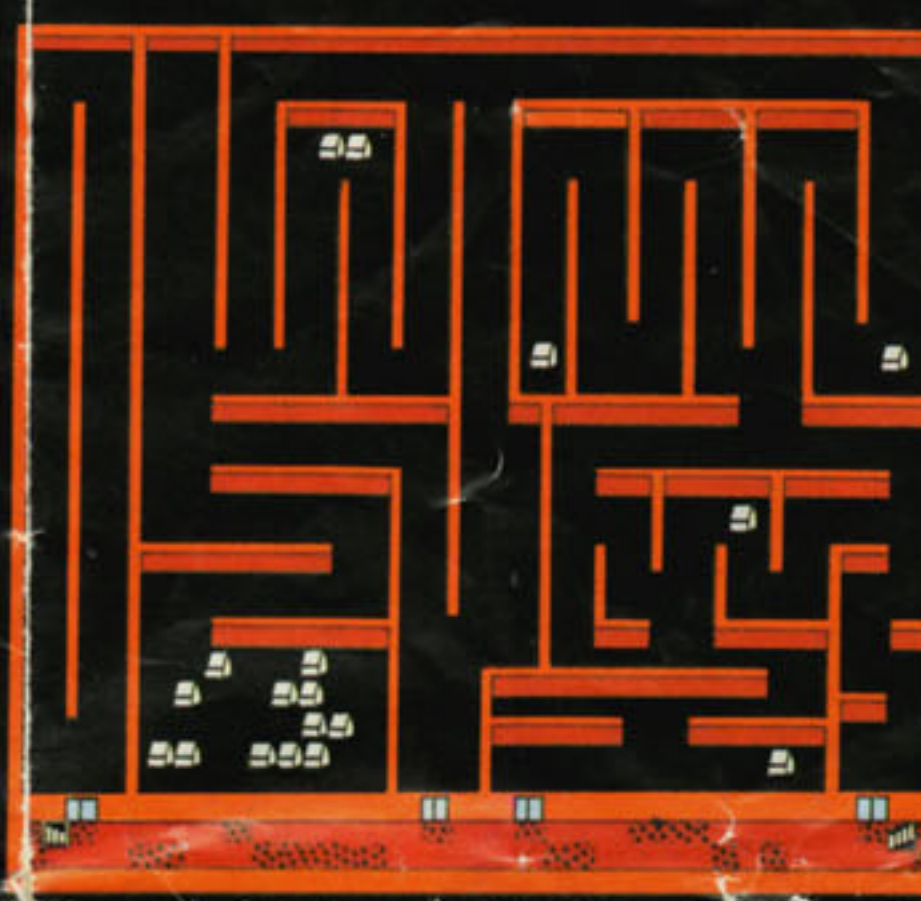
G4



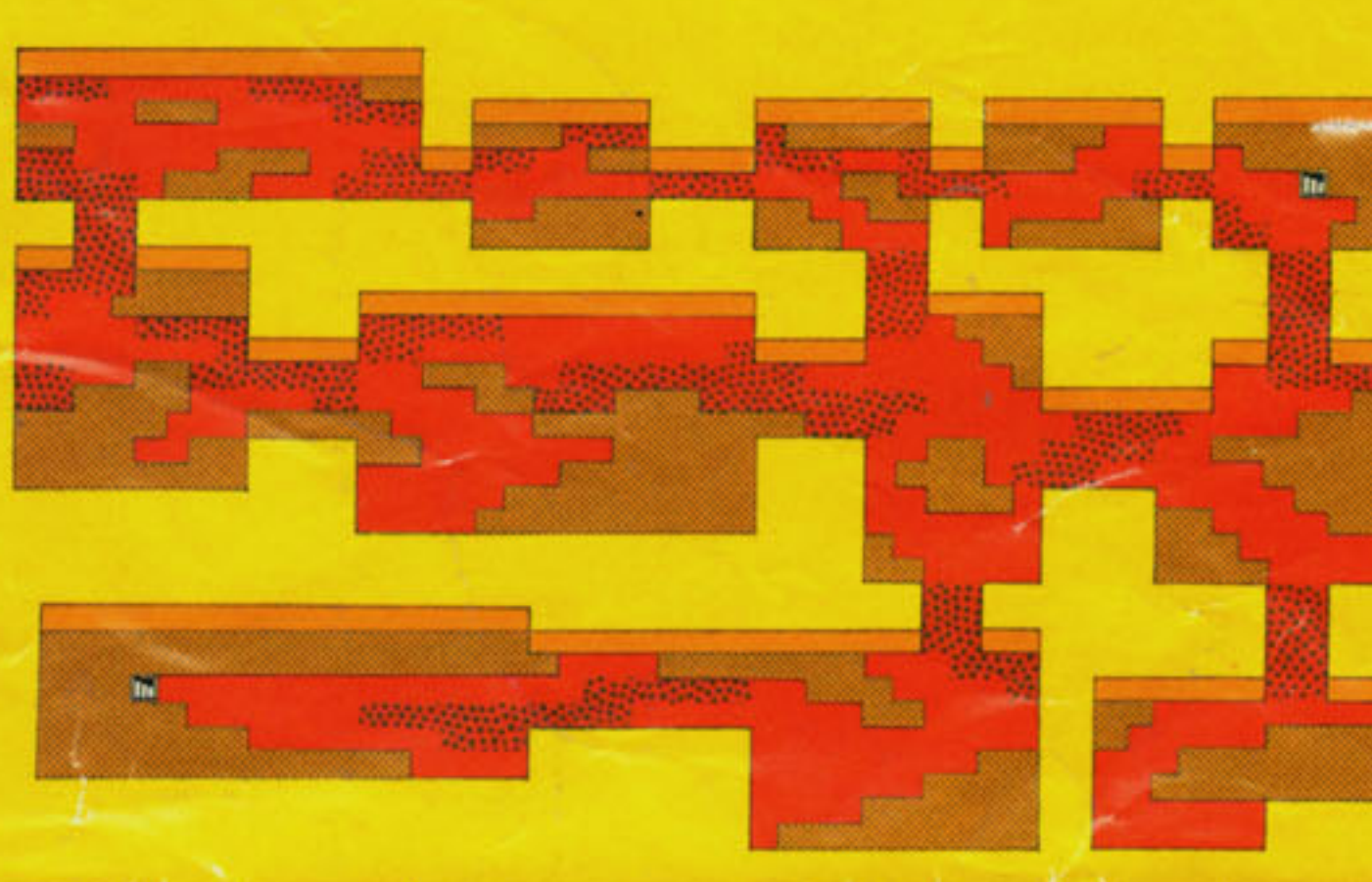
G3-A



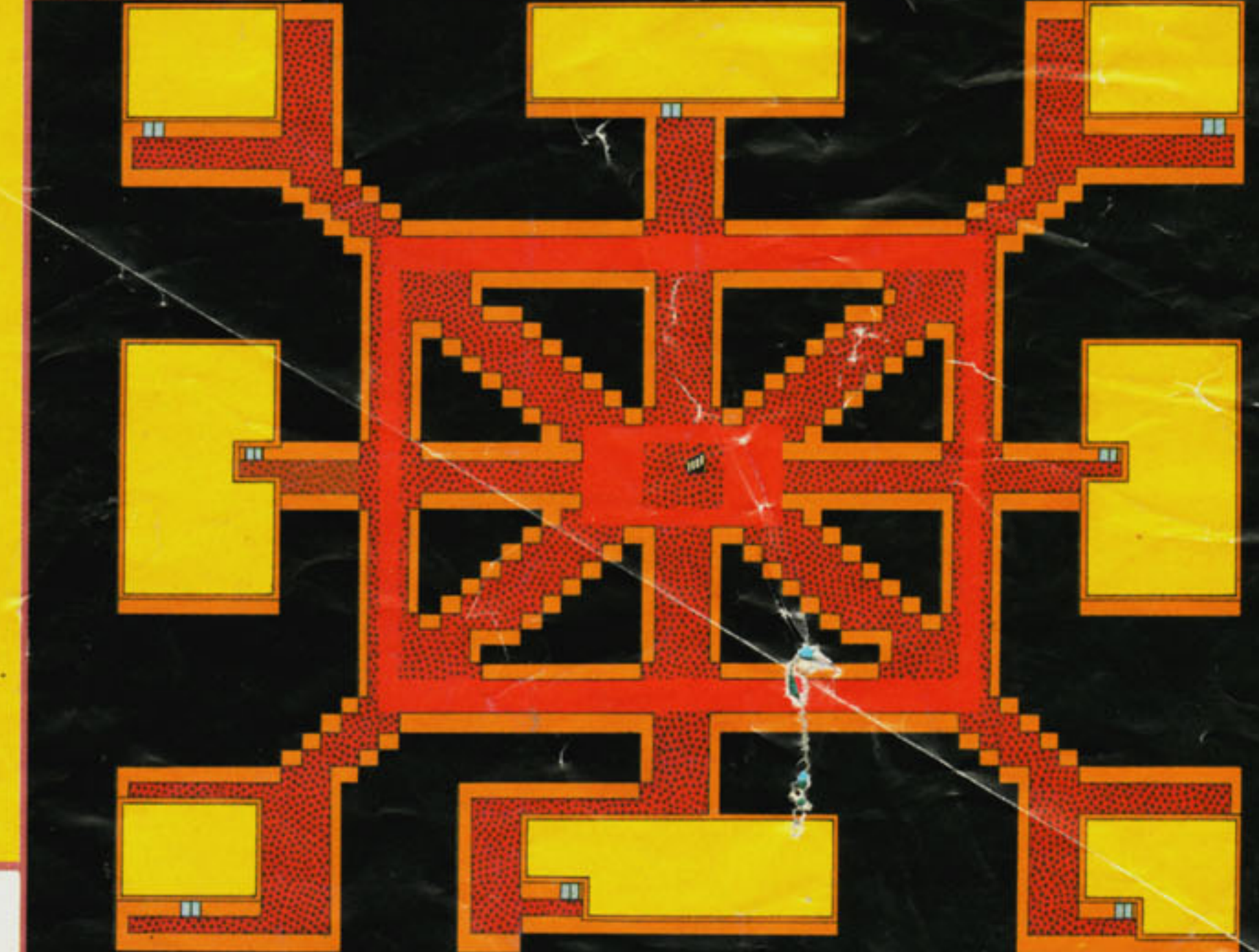
G2



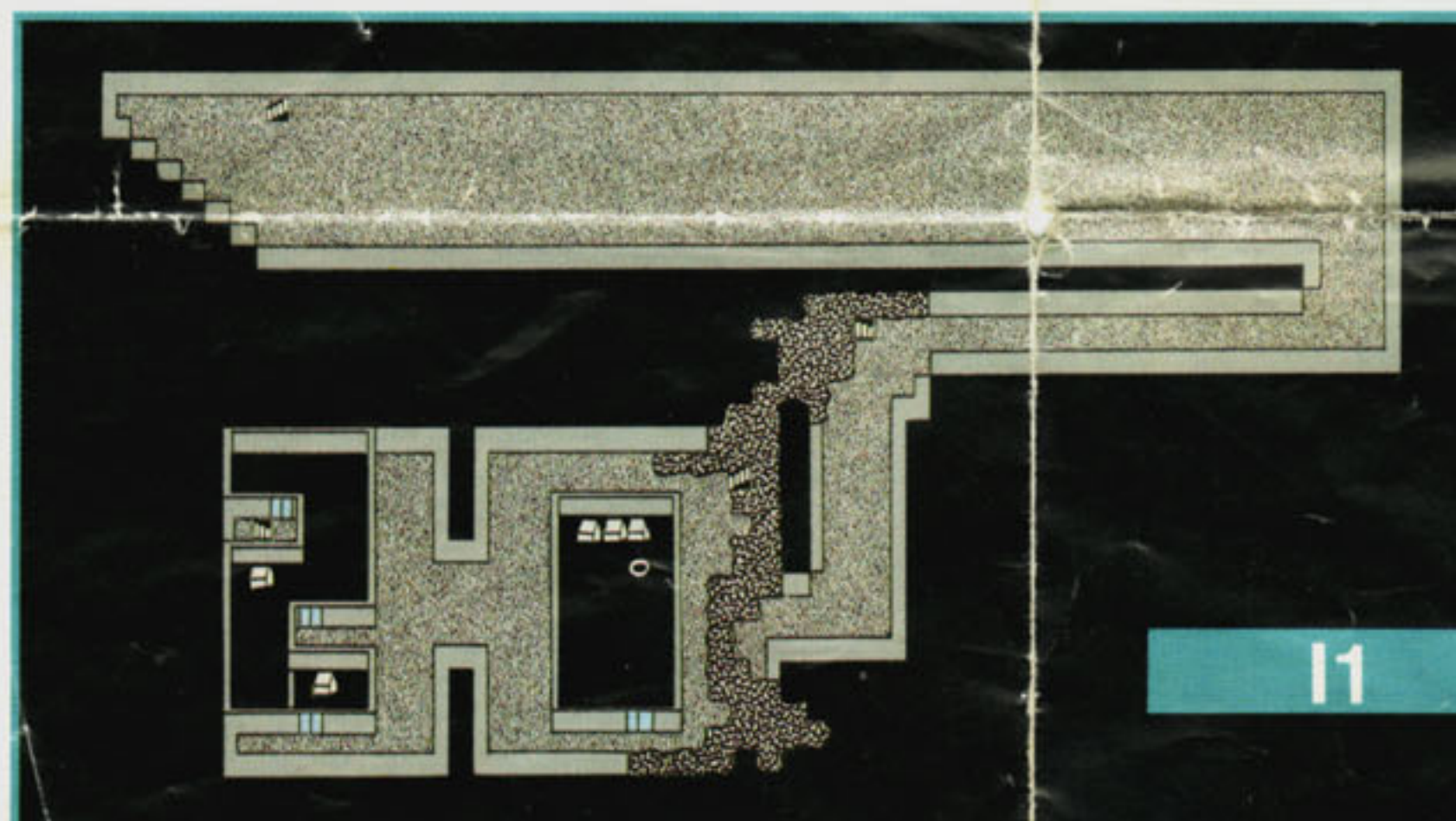
G3-B



G5



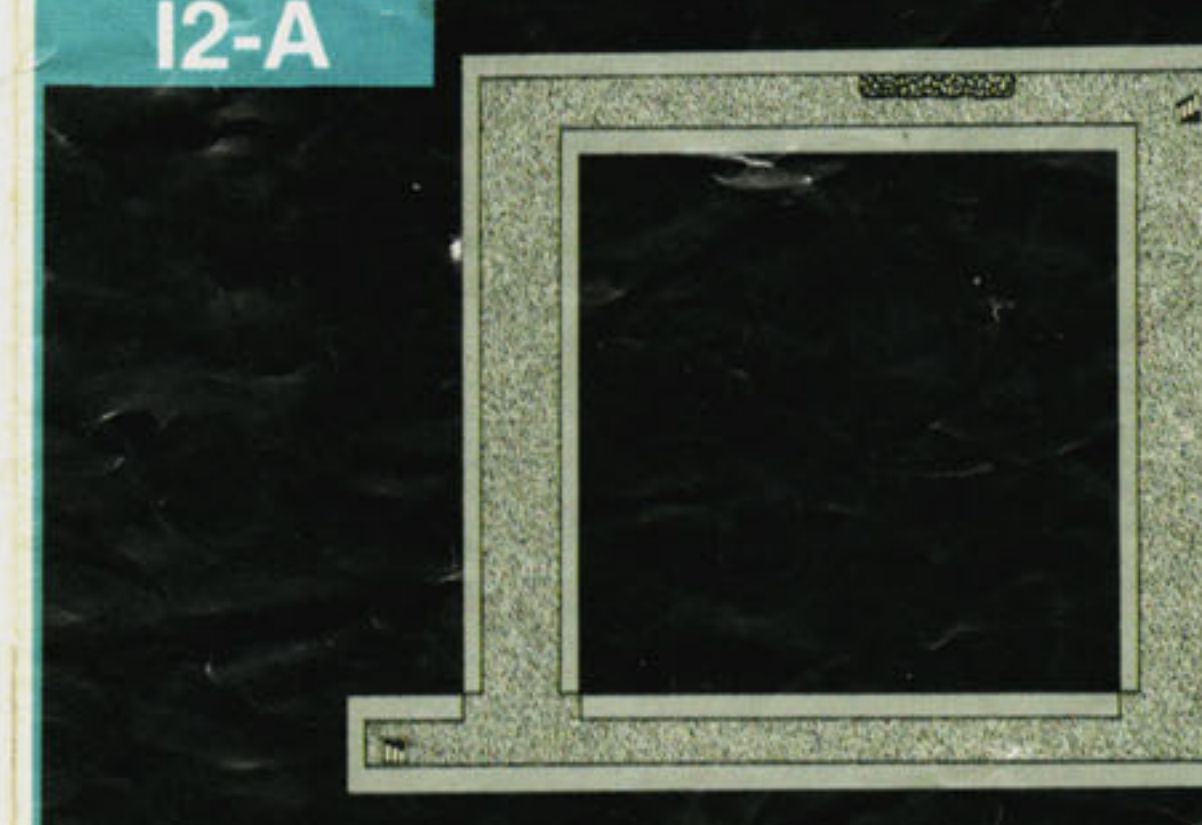
I1



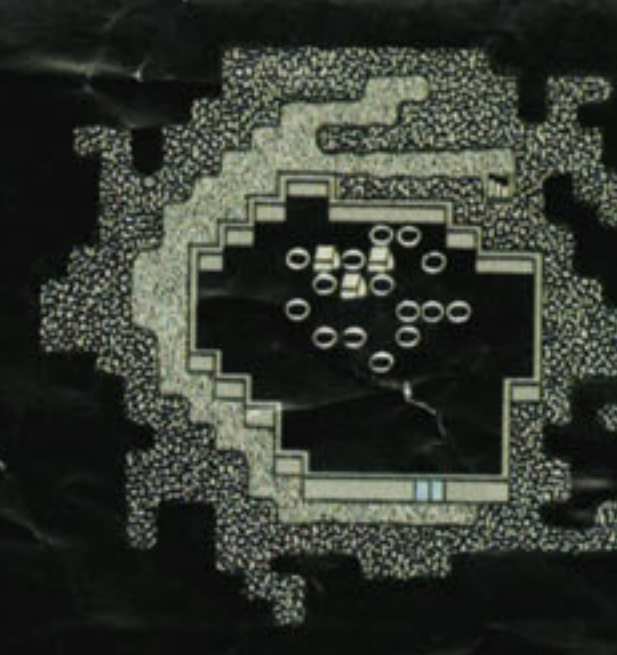
E5



I2-A



I2-B



I3-A



I3-B



Gurgu Volcano

Fire Cave

According to the Sages in the town of Crescent Lake, this is where the Fire Fiend can be found.

Ice Cave

An apprentice Sage has hinted that this is where the FLOATER can be found.

Magic

Use this chart for handy reference when making determinations as to what spells you will want to buy. If a spell exists that your Warrior can use after Class Change, make sure to leave a space open for that spell in that magician's inventory.

AFFECTS

ONE ALLY This spell will affect the Light Warrior of your choice.

ALLY PARTY This spell will affect all 4 Light Warriors.

CASTER This spell will only affect the magician who cast it.

ONE ENEMY This spell will affect only one member of the enemy party.

ENEMY PARTY This spell will affect the entire enemy party.



LEVEL	TYPE	SPELL NAME	Fighter	Knight	Thief	Ninja	Black Belt	Master	Red Mage	Red Wizard	White Mage	White Wizard	Black Mage	Black Wizard	RESULT	AFFECTS
1	WHITE	CURE	-	●	-	-	-	●	●	-	-	-	-	-	Recover HP	One ally
		HARM	-	-	-	-	-	-	-	●	●	-	-	-	Harm Undead	Enemy party
		FOG	-	●	-	-	-	●	●	-	-	-	-	-	Raise defense	One ally
	BLACK	RUSE	-	●	-	-	-	●	●	-	-	-	-	-	Raise defense	Caster
		FIRE	-	-	-	●	-	-	-	●	●	-	-	-	Attack with fire	One enemy
		SLEP	-	-	-	●	-	-	-	●	●	-	-	-	Put to sleep	Enemy party
2	WHITE	LOCK	-	-	-	●	-	-	-	●	●	-	-	-	Raise hit %	One enemy
		LIT	-	-	-	●	-	-	-	●	●	-	-	-	Attack with lightning	One enemy
		LAMP	-	●	-	-	-	●	●	-	-	-	-	-	Recover HP	One ally
	BLACK	MUTE	-	●	-	-	-	●	●	-	-	-	-	-	Silence magic users	Enemy party
		ALIT	-	●	-	-	-	●	●	-	-	-	-	-	Defend against lightning	Ally party
		INVS	-	●	-	-	-	●	●	-	-	-	-	-	Raise defense	One ally
3	WHITE	ICE	-	-	-	●	-	-	-	●	●	-	-	-	Attack with cold	Enemy party
		DARK	-	-	-	●	-	-	-	●	●	-	-	-	Surround with darkness	Enemy party
		TMPR	-	-	-	●	-	-	-	●	●	-	-	-	Increase weapon value	One ally
	BLACK	SLOW	-	-	-	●	-	-	-	●	●	-	-	-	Lower offense	Enemy party
		CUR2	-	●	-	-	-	●	●	-	-	-	-	-	Recover HP	One ally
		HPM2	-	●	-	-	-	●	●	-	-	-	-	-	Harm Undead	Enemy party
4	WHITE	AFIR	-	●	-	-	-	●	●	-	-	-	-	-	Defend against fire	Ally party
		HEAL	-	-	-	●	-	-	-	●	●	-	-	-	Recover HP	Ally party
		FIR2	-	-	-	●	-	-	-	●	●	-	-	-	Attack with fire	Enemy party
	BLACK	HOLD	-	-	-	●	-	-	-	●	●	-	-	-	Paralysis	One enemy
		LIT2	-	-	-	●	-	-	-	●	●	-	-	-	Attack with lightning	Enemy party
		LOK2	-	-	-	●	-	-	-	●	●	-	-	-	Raise hit %	Enemy party
5	WHITE	PURE	-	-	-	-	-	●	●	-	-	-	-	-	Antidote for poison	One ally
		FEAR	-	-	-	-	-	●	●	-	-	-	-	-	Enemy runs away	Enemy party
		AICE	-	-	-	-	-	●	●	-	-	-	-	-	Defend against cold	Ally party
	BLACK	AMUT	-	-	-	-	-	●	●	-	-	-	-	-	Muted magic users can speak	One ally
		SLP2	-	-	-	●	-	-	-	●	●	-	-	-	Put to sleep	One enemy
		FAST	-	-	-	●	-	-	-	●	●	-	-	-	Quick shot	One ally
6	WHITE	CONF	-	-	-	●	-	-	-	●	●	-	-	-	Confusion	Enemy party
		ICE2	-	-	-	●	-	-	-	●	●	-	-	-	Attack with cold	Enemy party
		CUR3	-	-	-	-	-	●	●	-	-	-	-	-	Recover HP	One ally
	BLACK	LIFE	-	-	-	-	-	●	●	-	-	-	-	-	Revive the slain	One ally
		HRM3	-	-	-	-	-	●	●	-	-	-	-	-	Harm Undead	Enemy party
		HEL2	-	-	-	-	-	●	●	-	-	-	-	-	Recover HP	Ally party
7	WHITE	FIR3	-	-	-	-	-	●	●	-	-	-	-	-	Attack with fire	Enemy party
		BANE	-	-	-	-	-	●	●	-	-	-	-	-	Attack with poison smoke	Enemy party
		WARP	-	-	-	-	-	●	●	-	-	-	-	-	Return one dungeon floor	Ally party
	BLACK	SLO2	-	-	-	-	-	●	●	-	-	-	-	-	Lower offense	One enemy
		SOFT	-	-	-	-	-	●	●	-	-	-	-	-	Remove "STONE" spell	One ally
		EXIT	-	-	-	-	-	●	●	-	-	-	-	-	Exit dungeon	Ally party
8	WHITE	FOG2	-	-	-	-	-	●	●	-	-	-	-	-	Raise defense	Ally party
		INV2	-	-	-	-	-	●	●	-	-	-	-	-	Raise defense	Ally party
		LIT3	-	-	-	-	-	●	●	-	-	-	-	-	Attack with lightning	Enemy party
	BLACK	RUB	-	-	-	-	-	●	●	-	-	-	-	-	Erase enemy	One enemy
		QAKE	-	-	-	-	-	●	●	-	-	-	-	-	Earthquake	Enemy party
		STUN	-	-	-	-	-	●	●	-	-	-	-	-	Paralysis	One enemy
9	WHITE	CUR4	-	-	-	-	-	●	●	-	-	-	-	-	Recover HP	One ally
		HRM4	-	-	-	-	-	●	●	-	-	-	-	-	Harm Undead	Enemy party
		ARUB	-	-	-	-	-	●	●	-	-	-	-	-	Defend against magic	Ally party
	BLACK	HEL3	-	-	-	-	-	●	●	-	-	-	-	-	Recover HP	Ally party
		ICE3	-	-	-	-	-	●	●	-	-	-	-	-	Attack with cold	Enemy party
		BRAK	-	-	-	-	-	●	●	-	-	-	-	-	Shatter enemy	One enemy
10	WHITE	SABR	-	-	-	-	-	●	●	-	-	-	-	-	Raise weapon power	Caster
		BLND	-	-	-	-	-	●	●	-	-	-	-	-	Blind enemy	One enemy
		LIF2	-	-	-	-	-	●	●	-	-	-	-	-	Revive the slain	One ally
	BLACK	FADE	-	-	-	-	-	●	●	-	-	-	-	-	Attack against evil	Ally party
		WALL	-	-	-	-	-	●	●	-	-	-	-	-	Defend all	One ally
		XFER	-	-	-	-	-	●	●	-	-	-	-	-	Loss of "special" defense	One enemy
11	WHITE	NUKE	-	-	-	-	-	●	●	-	-	-	-	-	Tremendous heat	Enemy party
		STOP	-	-	-	-	-	●	●	-	-	-	-	-	Paralysis	Enemy party
		ZAP!	-	-	-	-	-	●	●	-	-	-	-	-	Send to 4th dimension	Enemy party
	BLACK	XXXX	-	-	-	-	-	●	●	-	-	-	-	-	Erase enemy	One enemy
		XXXX	-	-	-	-	-	●	●	-	-	-	-	-	Erase enemy	One enemy
		XXXX	-	-	-	-	-	●	●	-	-	-	-	-	Erase enemy	One enemy

LEVEL	TYPE	SPELL NAME	Fighter	Knight	Thief	Ninja	Black Belt	Master	Red Mage	Red Wizard	White Mage	White Wizard	Black Mage	Black Wizard	RESULT	AFFECTS
5	WHITE	CUR3	-	-	-	-	-	●	●	-	-	-	-	-	Recover HP	One ally
		LIFE	-	-	-	-	-	●	●	-	-	-	-	-	Revive the slain	One ally
		HRM3	-	-	-	-	-	●	●	-	-	-	-	-	Harm Undead	Enemy party
	BLACK	HEL2	-	-	-	-	-	●	●	-	-	-	-	-	Recover HP	Ally party
		FIR3	-	-	-	-	-	●	●	-	-	-	-	-	Attack with fire	Enemy party
		BANE	-	-	-	-	-	●	●	-	-	-	-	-	Attack with poison smoke	Enemy party
6	WHITE	WARP	-	-	-	-	-	●	●	-	-	-	-	-	Return one dungeon floor	Ally party
		SLO2	-	-	-	-	-	●	●	-	-	-	-	-	Lower offense	One enemy
		SOFT	-	-	-	-	-	●	●	-	-	-	-	-	Remove "STONE" spell	One ally
	BLACK	EXIT	-	-	-	-	-	●	●	-	-	-	-	-	Exit dungeon	Ally party
		FOG2	-	-	-	-	-	●	●	-	-	-	-	-	Raise defense	Ally party
		INV2	-	-	-	-	-	●	●	-	-	-	-	-	Raise defense	Ally party
7	WHITE	LIT3	-	-	-	-	-	●	●	-	-	-	-	-	Attack with lightning	Enemy party
		RUB	-	-	-	-	-	●	●	-	-	-	-	-	Erase enemy	One enemy
		QAKE	-	-	-	-	-	●	●	-	-	-	-	-	Earthquake	Enemy party
	BLACK	STUN	-	-	-	-	-	●	●	-	-	-	-	-	Paralysis	One enemy
		CUR4	-	-	-	-	-	●	●	-	-	-	-	-	Recover HP	One ally
		HRM4	-	-	-	-	-	●	●	-	-	-	-	-	Harm Undead	Enemy party
8	WHITE	ARUB	-	-	-	-	-	●	●	-	-	-	-	-	Defend against magic	Ally party
		HEL3	-	-	-	-	-	●	●	-	-	-	-	-	Recover HP	Ally party
		ICE3	-	-	-	-	-	●	●	-	-	-	-	-	Attack with cold	Enemy party
	BLACK	BRAK	-	-	-	-	-	●	●	-	-	-	-	-	Shatter enemy	One enemy
		SABR	-	-	-	-	-	●	●	-	-	-	-	-	Raise weapon power	Caster
		BLND	-	-	-	-	-	●	●	-	-	-	-	-	Blind enemy	One enemy
9	WHITE	LIF2	-	-	-	-	-	●	●	-	-	-	-	-	Revive the slain	One ally
		FADE	-	-	-	-	-	●	●	-	-	-	-	-	Attack against evil	Ally party
		WALL	-	-	-	-	-	●	●	-	-	-	-	-	Defend all	One ally
	BLACK	XFER	-	-	-	-	-	●	●	-	-	-	-	-	Loss of "special" defense	One enemy
		NUKE	-	-	-	-	-	●	●	-	-	-	-	-	Tremendous heat	Enemy party
		STOP	-	-	-	-	-	●	●	-	-	-	-	-	Paralysis	Enemy party
10	WHITE	ZAP!	-	-	-	-	-	●	●	-	-	-	-	-	Send to 4th dimension	Enemy party
		XXXX	-	-	-	-	-	●	●	-	-	-	-	-	Erase enemy	One enemy
		XXXX	-	-	-	-	-	●	●	-	-	-	-	-	Erase enemy	One enemy
	BLACK	XXXX	-	-	-	-	-	●	●	-	-	-	-	-	Erase enemy	One enemy
		XXXX	-	-	-	-	-	●	●	-	-	-	-	-	Erase enemy	One enemy
		XXXX	-	-	-	-	-	●	●	-	-	-	-	-	Erase enemy	One enemy

Weapons

Use this chart in determining which weapons to purchase, to EQUIP, and which to sell as surplus. NOTE: Before selling any weapon that you can't EQUIP determine if it can be used later after Class Change, or possibly immediately as an ITEM.

KEY TO ON SCREEN SYMBOLS

SWORD **AXE** **STAFF**
HAMMER **STAFF**
DAGGER **NUUNCHUCK**



WEAPON	Fighter	Knight	Thief	Ninja	Black Belt	Master	Red Mage	Red Wizard	White Mage	White Wizard	Black Mage	Black Wizard	DAMAGE	HIT %
WOODEN NUNCHUCK	-	-	-	●	●	●	-	-	-	-	-	-	12	0
SMALL DAGGER	●	●	●	●	●	●	●	●	-	●	●	●	5	10
WOODEN STAFF	●	●	-	●	●	●	●	●	●	●	●	●	6	0
RAPIER	●	●	●	●	-	-	●	-	-	-	●	-	9	5
IRON HAMMER	●	●	-	●	-	-	-	●	●	-	-	-	9	0
SHORT SWORD	●	●	-	●	-	-	●	-	-	-	-	-	15	10
HAND AXE	●	●	-	●	-	-	-	-	-	-	-	-	16	5
SCIMITAR	●	●	-	●	-	-	●	-	-	-	-	-	10	10
IRON NUNCHUCK	-	-	-	●	●	●	-	-	-	-	-	-	16	0
LARGE DAGGER	●	●	●	●	●	●	●	-	-	-	●	●	7	10
IRON STAFF	●	●	-	●	●	-	-	-	-	-	-	-	14	0
SABER	●	●	●	●	-	-	●	●	-	-	-	-	13	5
LONG SWORD	●	●	-	●	-	-	●	-	-	-	-	-	20	10
GREAT AXE	●	●	-	●	-	-	-	-	-	-	-	-	22	5
FALCHON	●	●	●	●	-	-	●	●	-	-	-	-	15	10
SILVER KNIFE	●	●	●	●	-	-	●	●	-	-	●	●	10	15
SILVER SWORD	●	●	-	●	-	-	●	●	-	-	-	-	23	15
SILVER HAMMER	●	●	-	●	-	-	-	●	●	-	-	-	12	5
SILVER AXE	●	●	-	●	-	-	-	-	-	-	-	-	25	10
FLAME SWORD	●	●	-	●	-	-	●	●	-	-	-	-	26	20
ICE SWORD	●	●	-	●	-	-	●	●	-	-	-	-	29	25
DRAGON SWORD	●	●	●	●	-	-	●	●	-	-	-	-	19	15
GIANT SWORD	●	●	-	●	-	-	●	●	-	-	-	-	21	20
SUN SWORD	●	●	-	●	-	-	●	●	-	-	-	-	32	30
CORAL SWORD	●	●	●	●	-	-	●	●	-	-	-	-	19	15
WERE SWORD	●	●	-	●	-	-	●	●	-	-	-	-	18	15
RUNE SWORD	●	●	●	●	-	-	●	●	-	-	-	-	18	15
POWER STAFF	●	●	-	●	●	●	-	●	●	●	●	●	12	0
LIGHT AXE	●	●	-	●	-	-	-	-	-	-	-	-	28	15
HEAL STAFF	-	-	-	●	-	-	-	-	●	●	-	-	6	0
MAGE STAFF	-	-	-	●	-	-	-	-	-	-	●	●	12	10
DEFENSE	-	●	-	-	-	-	●	-	-	-	-	-	30	35
WIZARD STAFF	-	-	-	-	-	-	-	-	-	-	●	-	15	15
VORPAL	-	●	-	●	-	-	-	●	-	-	-	-	24	25
CATCLAW	-	●	-	●	-	-	-	-	-	-	●	-	22	35
THOR'S HAMMER	-	●	-	●	-	-	-	-	●	-	-	-	18	15
BANE SWORD	-	●	-	●	-	-	●	-	-	-	-	-	22	20
KATANA	-	-	-	●	-	-	-	-	-	-	-	-	33	35
XCALBER	-	●	-	-	-	-	-	-	-	-	-	-	45	35
MASMUNE	●	●	●	●	●	●	●	●	●	●	●	●	56	50